

VHDL Cheat Sheet – Combinational Logic

Libraries

- ALWAYS start each VHDL file with the following 2 lines
- ```
library ieee;
use ieee.std_logic_1164.all;
```

## Data Types

- Two most common: std\_logic, std\_logic\_vector(<N> downto 0)

## Entities

- Defines a black-box interface for your module
- ```
entity MyEntity is  
    port ( a, b : in std_logic;  
          c : out std_logic);  
end entity;
```

Architectures

- Defines your implementation of your entity
 - Include any signal declarations before 'begin'
- ```
architecture main of MyEntity is
 signal <blah>;
begin
 <blah>
end architecture;
```

## Component Declaration

- Any architectures that use an external component must have a component declaration
- ```
architecture main of MyEntity is  
    component DFF  
        port( d : in std_logic;  
              q : out std_logic);  
    end component;  
    signal EntityD, EntityQ : std_logic;  
begin  
    DFF_1 : DFF  
        Port map (d => EntityD, q => EntityQ);  
end architecture;
```

Concurrent Assignment

- Describes a wired connection
- ```
a <= b and c;
```

The following 2 can only be written OUTSIDE a process

## Selected Assignment

```
With Sel select
 Y <= A when "00",
```

```
B when "01",
C when "10",
D when others;
```

## Conditional Assignment

```
Y <= A when Sel = "00" else
 B when Sel = "01" else
 C when Sel = "10" else
 D when others;
```

## Combinational Processes

- Another way to describe combinational logic
- A process is combinational if it doesn't infer any registers

```
process(<sensitivity list>)
begin
 <blah>
end process;
```

The following 2 can only be written INSIDE a process

## If-Then-Else

```
process(a)
begin
 if a = '0' then
 q <= '0'
 else
 q <= '1'
 end if;
end process;
```

## Case Statement

```
process(a)
begin
 case a
 when '0' => q <= '0';
 when others => q <= '1';
 end case;
end process;
```

## Sequential Processes

- Describes sequential logic
- A process is sequential if it infers at least one register

```
process(clk)
begin
 if rising_edge(clk) then
 <blah>
 end if;
end process;
```